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Kyriakos Tsiflakos, Stephen C. Mathewson
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Full text available: pdf(957.93 KB) Additional Information: full citation, references, index terms

2 Modeling and simulation of high-frequency integrated circuits based on scattering parameters
A. T. Yang, C. H. Chan, J. T. Yao, R. R. Daniels, J. P. Harrang
June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**
Full text available: pdf(622.93 KB) Additional Information: full citation, references, citings, index terms

3 An experimental multi-media bridging system
E. J. Addeo, A. B. Dayao, A. D. Gelman, V. F. Massa
April 1988 **ACM SIGOIS Bulletin , Conference Sponsored by ACM SIGOIS and IEEECS TC-OA on Office information systems**, Volume 9 Issue 2-3
Full text available: pdf(985.07 KB) Additional Information: full citation, abstract, references, citings, index terms

The prototype system, which is described in this paper and called the Multi-Media Bridge, is designed to test service concepts and evolving technologies that make possible the deployment of multi-media group communications in future broadband networks. It incorporates such features as extended quality audio, full-motion video, graphics and data multi-point communications capability. The Bridge could serve as either a separate vendor entity or as an integral part of a network-based complex. ...

4 Object oriented visual interactive simulation
Ranko Vujosevic
December 1990 **Proceedings of the 22nd conference on Winter simulation**
Full text available: pdf(1.10 MB) Additional Information: full citation, references, citings, index terms

5 A parallel implementation of collective learning systems theory: Adaptive Learning Image Analysis System (ALIAS)
Peter Bock
January 1990 **Proceedings of the 1990 ACM annual conference on Cooperation**
Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, citings, index terms

An alternative to preprogrammed rule-based Artificial Intelligence is a hierarchical network of cellular automata which acquire their knowledge through learning based on a series of trial-and-error interactions with an evaluating Environment, much as humans do. The input to the hierarchical network is provided by a set of sensors which perceive the external world. Based upon this perceived information and past experience (memory), the learning automata synthesize collections of trial respon ...

6 Directory of educational discounts, donations, and grants
Hubert Callihan
August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3
Full text available: pdf(454.41 KB) Additional Information: full citation, abstract, index terms

The information included here was compiled using responses from 36 hardware and software vendors who were among 189 exhibitors attending the 1991 SIGGRAPH Conference in Las Vegas. Product descriptions and other details vary, but in most cases, provide enough information for educators to inquire further about opportunities to obtain products at a discount, as a donation, or possibly as a grant in connection with academic research. Companies responding that have neither educational discount, donat ...

7 Building end user applications with extend

David Krahl

December 1995 **Proceedings of the 27th conference on Winter simulation**

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8 Designing a menu-based interface to an operating system

Thomas S. Tullis

April 1985 **Proceedings of the SIGCHI conference on Human factors in computing systems**

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The development of a large menu-based interface to an operating system posed a number of interesting user interface questions. Among those were how to determine the user's view of the relationships among the myriad of functions in the system, and how to reflect those relationships in a menu hierarchy. An experiment utilizing a sorting technique and hierarchical cluster analysis was quite effective in learning the user's perception of the relationships among the system functions. A second ex ...

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Kyriakos Tsiflakos, Stephen C. Mathewson
December 1991 **Proceedings of the 23rd conference on Winter simulation**
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Peter Bock
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An alternative to preprogrammed rule-based Artificial Intelligence is a hierarchical network of cellular automata which acquire their knowledge through learning based on a series of trial-and-error interactions with an evaluating Environment, much as humans do. The input to the hierarchical network is provided by a set of sensors which perceive the external world. Based upon this perceived information and past experience (memory), the learning automata synthesize collections of trial respon ...

3 A visual retrieval environment for hypermedia information systems
Dario Lucarella, Antonella Zanzi
January 1996 **ACM Transactions on Information Systems (TOIS)**, Volume 14 Issue 1
Full text available: pdf(1.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

We present a graph-based object model that may be used as a uniform framework for direct manipulation of multimedia information. After an introduction motivating the need for abstraction and structuring mechanisms in hypermedia systems, we introduce the data model and the notion of perspective, a form of data abstraction that acts as a user interface to the system, providing control over the visibility of the objects and their properties. A perspective is defined to include an intension and ...

Keywords: browsing, complex objects, direct object manipulation, graph-oriented models, hypermedia applications, information filtering, visual interface

4 Software for simulation
Jerry Banks
November 1996 **Proceedings of the 28th conference on Winter simulation**
Full text available: pdf(908.92 KB) Additional Information: full citation, references, citings

5 Motion recovery for video content classification
Nevenka Dimitrova, Forouzan Golshani
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Full text available: pdf(2.74 MB) Additional Information: full citation, abstract, references, citings, index terms

Like other types of digital information, video sequences must be classified based on the semantics of their contents. A more-precise and completer extraction of semantic information will result in a more-effective classification. The most-discernible difference between still images and moving pictures stems from movements and variations. Thus, to go from the realm of still-image repositories to video databases, we must be able to deal with motion. Particularly, we need the ability to classi ...

Keywords: MPEG compressed video analysis, content-based retrieval of video, motion recovery, video databases, video retrieval

[6] Adaptive interaction with knowledge-based systems
F. de Rosis, M. T. Cozza, B. de Carolis, S. Errore, S. Pizzutilo, I. de Zegher
June 1994 **Proceedings of the workshop on Advanced visual interfaces**
Full text available: pdf(725.08 KB) Additional Information: full citation, references, index terms

[7] Towards intelligent recognition of multimedia episodes in real-time applications
J. Gabbe, A. Ginsberg, B. Robinson
October 1994 **Proceedings of the second ACM international conference on Multimedia**
Full text available: pdf(999.61 KB) Additional Information: full citation, abstract, references, citings, index terms

The ability to automatically capture and index multimedia information for later perusal and review is critical to the success of future multimedia services. In this paper, we describe how to automatically generate indexes of real-time streams without requiring deep content analysis. Our techniques involve segmenting continuous audio and video into natural units, and relating these to discrete events from the multimedia application, such as user interactions, control events, and data content ...

[8] Software development for the Space Station Freedom Program in the year 2000
James R. Miller, Timothy R. Dugan
July 1990 **Proceedings of the seventh Washington Ada symposium on Ada**
Full text available: pdf(1.14 MB) Additional Information: full citation, references, index terms

[9] Enhancing visual interaction: Kaleidoquery: a visual query language for object databases
Norman Murray, Norman Paton, Carole Goble
May 1998 **Proceedings of the working conference on Advanced visual interfaces**
Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references, citings

In this paper we describe Kaleidoquery, a visual query language for object databases with the same expressive power as OQL. We will describe the design philosophy behind the filter flow nature of Kaleidoquery and present each of the language's constructs, giving examples and relating them to OQL. The Kaleidoquery language is described independent of any implementation details, but a brief description of a 3D interface currently under construction for Kaleidoquery is presented. The queries in thi ...

Keywords: OQL, object databases, three-dimensional interface, visual query language

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Parallel and Distributed Processing, 2000. Proceedings. 8th Euromicro Workshop on , 19-21 Jan. 2000
Pages:325 - 332

[Abstract] [PDF Full-Text (124KB)] IEEE CNF

2 **TOMSPIN-a Tool for Modelling with Stochastic Petri Nets**
Thurner, E.M.;
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Bingulac, S.;
Automatic Control, IEEE Transactions on , Volume: 11 , Issue: 3 , Jul 1966
Pages:563 - 566

[Abstract] [PDF Full-Text (344 KB)] IEEE JNL

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1 **Distributed multimedia systems**
Li, V.O.K.; Wanjiun Liao;
Proceedings of the IEEE , Volume: 85 , Issue: 7 , July 1997
Pages:1063 - 1108

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1 **Deterministic approximation of marginal probabilities in Bayes nets**
Santos, E., Jr.; Shimony, S.E.;
Systems, Man and Cybernetics, Part A, IEEE Transactions on , Volume: 28 , Issue: 4 , July 1998
Pages:377 - 393

[Abstract] [PDF Full-Text (380 KB)] IEEE JNL

2 **Asymptotic behavior of nonlinear compartmental systems: Nonoscillation and stability**
Maeda, H.; Kodama, S.; Ohta, Y.;
Circuits and Systems, IEEE Transactions on , Volume: 25 , Issue: 6 , Jun 1978
Pages:372 - 378

[Abstract] [PDF Full-Text (1000 KB)] IEEE JNL

3 **Compartmental system analysis: Realization of a class of linear systems with physical constraints**
Maeda, H.; Kodama, S.; Kajiya, F.;
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Pages:8 - 14

[Abstract] [PDF Full-Text (776 KB)] IEEE JNL

4 **Distributed networks with small parasitic elements: Input-output stability**
Desoer, C.;
Circuits and Systems, IEEE Transactions on , Volume: 24 , Issue: 1 , Jan 1977
Pages:1 - 8

[Abstract] [PDF Full-Text (872 KB)] IEEE JNL

5 **Mixed-type topological formulas for general linear networks**
Numata, J.; Iri, M.;
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1 **Status and trends of power semiconductor device models for circuit simulation**
Kraus, R.; Mattausch, H.J.;
Power Electronics, IEEE Transactions on , Volume: 13 , Issue: 3 , May 1998
Pages:452 - 465

[Abstract] [PDF Full-Text (180 KB)] IEEE JNL

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2 **Defect tolerance in VLSI circuits: techniques and yield analysis**
Koren, I.; Koren, Z.;
Proceedings of the IEEE , Volume: 86 , Issue: 9 , Sept. 1998
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[Abstract] [PDF Full-Text (420 KB)] IEEE JNL

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3 **A new approach for parallel simulation of VLSI circuits on a transistor level**
Frohlich, N.; Riess, B.M.; Wever, U.A.; Qinghua Zheng;
Circuits and Systems I: Fundamental Theory and Applications, IEEE Transactions on [see also Circuits and Systems I: Regular Papers, IEEE Transactions on] , Volume: 45 , Issue: 6 , June 1998
Pages:601 - 613

[Abstract] [PDF Full-Text (352 KB)] IEEE JNL

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4 **IEEE recommended practice for the design of reliable industrial and commercial power systems analysis**

IEEE Std 399-1997 , 1998
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5 **On hardware support for interval computations and for soft computing: theorems**
Nguyen, H.T.; Kreinovich, V.; Nesterov, V.; Nakamura, M.;
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6 **Design for semiconductor manufacturing. Bibliography**
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Antennas and Propagation Society Newsletter, IEEE , Volume: 27 , Issue: 5 , Oct 1985
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Fettweis, A.;
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Pages:31 - 48

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Chua, L.;
Circuits and Systems, IEEE Transactions on , Volume: 31 , Issue: 1 , Jan 1984
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[Abstract] [PDF Full-Text (2632 KB)] IEEE JNL

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10 **High speed stored product recursive digital filters**
Dubois, D.; Steenaart, W.;
Circuits and Systems, IEEE Transactions on , Volume: 29 , Issue: 6 , Jun 1982
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11 **A design methodology and computer aids for digital VLSI systems**
Director, S.; Parker, A.; Siewiorek, D.; Thomas, D., Jr.;
Circuits and Systems, IEEE Transactions on , Volume: 28 , Issue: 7 , Jul 1981
Pages:634 - 645

[Abstract] [PDF Full-Text (1760 KB)] IEEE JNL

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12 **The semistate description of nonlinear time-variable circuits**
Newcomb, R.;
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Pages:62 - 71

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13 **A minimization problem in systems characterized by acyclic signal flow graphs**
Endy, C.; Pen-Min Lin;
Circuits and Systems, IEEE Transactions on , Volume: 28 , Issue: 8 , Aug 1981
Pages:768 - 780

[Abstract] [PDF Full-Text (1456 KB)] IEEE JNL

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14 **Design aids for VLSI: The Berkeley perspective**
Newton, A.; Pederson, D.; Sangiovanni-Vincentelli, A.; Sequin, C.;
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Pages:666 - 680

[Abstract] [PDF Full-Text (2120 KB)] IEEE JNL

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15 **A graph-theoretic approach to the IC layout resizing problem**
Yen-Son Huang; Shu-Park Chan;

Circuits and Systems, IEEE Transactions on , Volume: 27 , Issue: 5 , May 1980
Pages:380 - 391

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16 **Complementary trees in circuit theory**
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Sannuti, P.; Puri, N.;
Circuits and Systems, IEEE Transactions on , Volume: 27 , Issue: 8 , Aug 1980
Pages:679 - 687

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18 **Automatic test generation techniques for analog circuits and systems: A review**
Duhamel, P.; Rault, J.;
Circuits and Systems, IEEE Transactions on , Volume: 26 , Issue: 7 , Jul 1979
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20 **Generation of software for computer controlled test equipment for testing analog circuits**
Tinaztepe, C.; Prywes, N.;
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Pages:537 - 548

[Abstract] [PDF Full-Text (1584 KB)] IEEE JNL

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21 **Analysis of Circuit-Switched Networks Employing Originating-Office Control with Spill-Forward**
Lin, P.; Leon, B.; Stewart, C.;
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23 **The interactive-graphic man-computer dialogue in computer-aided circuit design**
Spence, R.; Apperley, M.;
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Pages:49 - 61

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Jess, J.;
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Pages:729 - 738

[Abstract] [PDF Full-Text (1248 KB)] IEEE JNL

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25 **An efficient algorithm for simulation on transients in large power systems**
Gross, G.; Bergen, A.;
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Pages:791 - 799

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26 **A two levels algorithm for tearing**
Guardabassi, G.; Sangiovanni-Vincentelli, A.;
Circuits and Systems, IEEE Transactions on , Volume: 23 , Issue: 12 , Dec 1976
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27 **Patterns in pattern recognition: 1968-1974**
Kanal, L.;
Information Theory, IEEE Transactions on , Volume: 20 , Issue: 6 , Nov 1974
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29 **Design of Schottky-barrier diode clamped transistor layouts**
Heald, R.A.; Hodges, D.A.;
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a reliable physical model structure. 3) A Neural **Network** model is appropriate for complex nonlinear
www.control.auc.dk/~mk/krakow.ps

Implementation Of A Parallel Processing.. - Goulard, Mayrand, .. (Correct)
expert system to aid in decisionmaking) and an **icon-based** working interface requiring no specific
regarding data validity (including neural **networks** for building physical models and an expert
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does not require programming knowledge since a **graph**ical **editor** has been developed which allows visual
require programming knowledge since a **graph**ical **editor** has been developed which allows visual placement
generates intermediate code in the Configuration **Network** Language (CNL) to minimize the complexity of the
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Introduction In this paper a **network** is an acyclic **graph** having several input nodes (inputs) and some (at
EIS'98 Tenerife, Spain, February 9-13, 1998 **Editor**: E. Alpaydin (Volume 2: Neural **Networks**) ICSC
bounds can be used to efficiently build neural **network** chips. The focus will be on complexity aspects
sst.lanl.gov/nis-projects/daps/new/bib/ps/LU7_1917.PS

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system of an agent can be precompiled as a decision **graph** into a collection of reactive **rules** (a universal
be in a table, a set of reactive **rules**, a simple **circuit**, a vector field, or a connectionist **network**. All
simple **circuit**, a vector field, or a connectionist **network**. All of those implementations are variations of
ftp.usc.edu/pub/nn_robotics/papers/autonomous.robots/97/jetai-arch.ps.gz

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Efficient Variable Ordering Heuristics for Shared ROBDD - Chung, Hajj, Patel (1993) (Correct) (8 citations)
The **circuit** diagram can be viewed as an undirected **graph**, where gates and primary inputs are treated as
have been tested on ISCAS and MCNC benchmark **circuits**. In all examples, the ordering is accomplished
variable ordering. 1. For a single-output tree **network** consisting of only primitive gates (AND, OR,
uivlsi.csl.uiuc.edu/~hajj/papers/iscas93pyc.ps

An Approach to Multiply Segmented Constraint Satisfaction.. - Helzerman, Harper (1994) (Correct) (2 citations)
[13] Randall A. Helzerman **and** Mary P. Harper. An approach to multiply-segmented
yara.ecn.purdue.edu/~helz/pages/../papers/aaai.ps.gz

On Characterizing Optimal Buffer Control Policies in ATM Nodes - Seshadri, Srinivasan (1994) (Correct)
networks. An ATM **network** can be visualized as a **graph** in which each node corresponds to an ATM switch
more important issue in ATM-based **networks** than in **circuit**-switched **networks**. An ATM **network** can be
schemes for high speed integrated services **networks**: i) given the pattern of cell arrivals from
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